The background of the cover features a group of anime-style characters. At the top center is a girl with short, light blue hair and large, light blue eyes. Below her, on the left, is a girl with long brown hair and a purple bow. In the center is a girl with short purple hair and a pink bow. To her right is a boy with short black hair and glasses. In the foreground, centered, is a girl with short red hair and purple eyes. On the far right is a girl with long black hair and a blue bow. The title 'TRAGEDY LOOPER' is written in a large, stylized, blue and black font with a knife icon in the 'Y'. Below it, 'NEW TRAGEDIES' is written in a smaller, italicized, blue and black font.

TRAGEDY LOOPER

NEW TRAGEDIES

MASTERMIND'S HANDBOOK

**Warning: The Protagonists must not read
through this booklet!**

This booklet contains a collection of scripts and all the secret information found inside them. It is for the Mastermind player only.

Also found herein is a how-to section on teaching the game as well as information on creating new scripts.

GAME TEACHING GUIDE

This section gives some pointers on how to teach Tragedy Looper to other players. It's written for those Masterminds who don't know the game, but still have to explain the game to the Protagonists. (Note: Please do also read the Protagonist's rulebook for a template of the things explored here.)

Of course, if you have played the game a couple of times, you don't have to follow the instructions below. Teach the game in any way you deem fit, depending on the players' experience, and how familiar they are with games in general. You still might get some hints from the suggestions below, though, so do look them over.

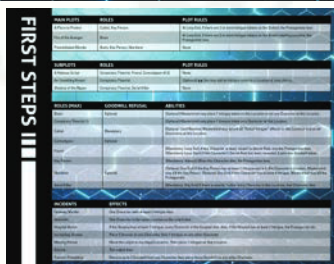
Teaching the game is best done in these steps

1. Preparation
2. Describing the World View
3. How the Tragedy Begins
4. How a Day Goes
5. Start Playing!

1. PREPARATION

Before you start teaching:

- Set up the board and Characters as shown below, so that they face the Protagonists.
- Give the Protagonists the "First Steps" Tragedy Set Reference sheet.



2. DESCRIBING THE WORLD VIEW

General Background

The best way to teach the game is to start by giving an idea of what kind of world this is and what the Protagonists' role is in this world. You can read them "The Big Picture" below or use the summary.

- You, the Protagonists, can all travel back in time.
- You must cooperate to evade the tragedy that's happening.
- You don't know what evil Plots are being hatched.
- You will replay the same Script several times to find out.
- If you avoid losing just once, you've won.

THE BIG PICTURE

You have the power to travel back in time.

Maybe it's the strange wristwatch that you found in an old antique shop. Or it's the weird mobile phone app that your mad scientist grandfather developed. Or a magical diary. It doesn't matter how you are traveling back in time - you have this power and you are using it.

Once in a while, tragedies occur where you are deeply involved. Your typical reaction, of course, is to travel back in time and behave differently so the tragedy doesn't happen. Up until now, that has worked well enough. However, this time, something is different. This tragedy seems fated to happen in some form, no matter how you try to intervene. So naturally, you go back again. But to no avail; it still happens. So you go back and repeat, and go back and repeat, again and again and again... but the spiral of tragedy seems to be unstoppable.

Going back repeatedly in time, you notice two things. The first is that someone, somewhere, is pulling the strings for tragedies to happen. The second thing is that there are other individuals who also keep travelling back, trying to avoid the same horrors. Yes, that's them, sitting beside you.

You must work together. If not, the tragedies will keep occurring, and none of you will be able to get out of this with a happy life. This is your fight, your duty.

Explaining the Stage and the Characters

The next step will be to introduce where the story takes place and what Characters are in it.

- The story takes place in 4 Locations, represented on the Game board: the Hospital, the Shrine, the City, and the School.
- In these Locations, you will find important Characters involved in the tragedy.
- All these Characters have abilities that you can use to help you.
- These Characters also have Secret Roles in the tragedy that you don't know yet. (For example, they might be the Key Person, who triggers a tragedy if they die, or the Brain behind it all, or a Serial Killer who must kill people around them.)
- You, the Protagonists, can be anywhere you want on the board, so you don't need to mark where you are.

3. HOW THE TRAGEDY BEGINS

Now is the time to be a bit more detailed about the nature of the tragedy.

Explaining Plots

Explain that this adventure contains several evil Plots. Explain how the Plots work using the pointers below and ask the Protagonists to look at the Main Plots and Subplots on the Reference sheet for the First Steps Tragedy Set.

- There are 3 possible Main Plots and 3 possible Subplots in each game. They determine the loss conditions for you and might add some other rules. (If you're playing with the Basic Tragedy set, that's 5 Main Plots and 7 Subplots).
- There is 1 Main Plot and 1 Subplot in the game. You will have to deduce which ones by seeing what happens in the game. (If you're playing with the Basic Tragedy set, there are 2 Subplots.)

Explain the Relationship between Plots and Secret Roles

Explain to the Protagonists that the Plots determine what Secret Roles the Characters in the game will have, using the pointers below. While you're explaining, ask them to take a look at the Secret Role list on the Reference sheet.

- The Plots determine what Secret Roles are in the game. If you can deduce what Plots are active, you will know what Secret Roles are in the game. For example, if the Main Plot is Premeditated Murder, you KNOW that there will be a Key Person, a Murderer, and a Brain in the game. If the Subplot is An Unsettling Rumor, you know there will be a Conspiracy Theorist in the game.
- You do NOT know which Character fulfills which Secret Role. If you can deduce the Secret Roles, you can figure out what Plots are active.
- Each Character can only have ONE Secret Role. Characters who do not have a role are referred to as "Persons."
- Some Secret Roles have a maximum number that can appear in the game. For example, there can never be more than 1 Conspiracy Theorist in any game.

Explain the Victory Conditions

Now that the Protagonists know more about how the game works, and about Plots and Secret Roles, inform them that it's time to go back and explain how they win the game. Use the below pointers and ask them to check the Secret Roles and Plots that you use as examples.

- You win by not losing. If you go through 1 loop without meeting any loss conditions, you win. However, only the Mastermind knows what the loss conditions are.

There are basically three ways for you to lose:

1. You lose because the Plot rule says so. Look at the Plot "A Place to Protect." It says you lose if there are 2 Intrigue tokens on the School when the loop ends.
 2. Someone you should protect, dies. Look at the Secret Role "Key Person." If they die, you lose.
 3. You (the Protagonists) are killed. Look at the Secret Role "Murderer." If they have 4 Intrigue, you die.
- If you lose, you will only be told that you lost, not why you lost. You will have to deduce that for yourselves. The only exception is that if you lose by being killed; in this case you will know that you were killed.

If you are playing with the **Basic Tragedy** set, you have a final chance to win even if you lose every loop, called the Final Guess. If you can correctly guess the Secret Role of every Character, you win. (If you are playing with the First Steps set, this would be too easy, so there is no Final Guess.)

4. HOW A DAY GOES

By now, the Protagonists will know what goes into making a Script and how they win. Continue by showing how a round of the game proceeds. This section will also contain a couple of things we haven't explained yet, such as Character abilities.

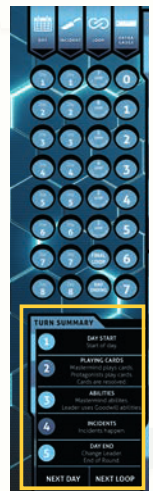
Rough Overview

Tell the Protagonists that you will now show how 1 Day (round) of the game is played.

Give each Protagonist a set of Action cards.

You all have the same Action cards that you can use to influence the Characters on the board. The Mastermind has a slightly different set of Action cards that they will use to influence the Characters. Give the Leader card to one of the players.

- We'll play 1 practice round.
- Each round consists of roughly 5 steps. (You can refer to the Data Track.)
- The Mastermind will play 3 cards facedown on Locations and/or Characters.
- Each of you will choose 1 card from your hand and place it facedown on a Location or Character of your choice.
- At the end of each round, the Leader passes to the left.



Playing Action Cards

Explain how cards are played using the pointers below. Don't play the cards for the Protagonists; let them place their own cards, so they understand card placement is their choice.

- The Mastermind begins with playing 3 cards facedown, like this. (At this point, place the following 3 cards from your hand facedown: "Intrigue +1" on the Shrine Maiden, "Unease +1" on the Boy Student, and "Horizontal Movement" on the Police Officer.)
- I am NOT allowed to play more than one card on the same Character or Location.



- It's now time for you, the Protagonists, to play your cards.
- You will play 1 card each, facedown, starting with the Leader and going clockwise.
- You MAY play a card on a Character or Location where I have played a card, but you may NOT play a card where another one of the other Protagonists have played one.

Then let them play their cards. If they seem to not have any idea what to do, you can advise them that "playing Goodwill is always good and you'll see why soon," and tell them to play "Goodwill +1" on the Girl Student and Shrine Maiden and "Goodwill +2" on the Informant. (This explanation continues assuming that's what was played.)



Now it's the reveal/resolution step. Turn all cards faceup and resolve them, while explaining them one at a time. The result is shown below. Then explain what happened, using the below pointers:

- The cards you played go back to your hand.
- However, some very powerful cards can only be used once per loop. The "Goodwill +2" is one of them, so that card is set aside.

You've explained the basics of the cards, but some pretty important things about the cards are left unexplained. Tell the players that you will now explain the effect of some card combinations that can happen.

Forbid Cards

Put any of your Movement cards on any of the Characters and ask a player to play a "Forbid Movement" on the same Character. Then explain the following:



- Some cards "forbid" certain other actions. They happen first. In this case, even though I tried to move this Character, it won't move. You cancelled what I did.
- I have a "Forbid Goodwill" and "Forbid Unease" card, and you have a "Forbid Intrigue" card.
- The "Forbid Intrigue" is a bit special, however, because it's so strong that only one of you may play it on the same day. If 2 or more of you play the "Forbid Intrigue" on the same day, no matter where, they cancel each other out.

Playing on Locations

Play an "Intrigue +1" on any Location, and then explain the following:

- We can play cards on Locations, like this. However, the only thing that can happen to a Location is that it gets Intrigue tokens.
- I CAN play other cards than Intrigue cards on Locations, but nothing will happen then, so the only reason for me to do it is if I want to bluff.

- You have no reason to bluff, so the only card you will play on Locations is “Forbid Intrigue.” Remember that if more than one of you play “Forbid Intrigue” on the same day, they cancel each other out.

Forbidden Locations and Movement

Explain the following to the players:

- Some Characters are forbidden to go to certain Locations. For example, the Shrine Maiden isn’t allowed to go to the City and the Office Worker can’t go to the School.

Then play a “Vertical Movement” on the Shrine Maiden and ask a player to play a “Horizontal Movement” on her, too.

Then explain the following:

- If one Character gets 2 movement cards like this, they merge together into a single movement. In this case, this will be considered as 1 Diagonal Movement.
- However, the Shrine Maiden isn’t allowed in the City, so this movement is completely cancelled out, and she stays where she is.

Abilities

Now it’s time to explain that Characters and Secret Roles have abilities. Read aloud the following and put one Unease token on the Boy Student.

“Out of nowhere, the Boy Student suddenly gets a bit uneasy. I place an Unease token on him.”

Ask them where they think the Unease token came from. They should realize by now that the Reference sheet is the place to look, but if they don’t, you can tell them to look at the sheet. Then mention the following:

- After cards are played, the Mastermind gets to use their abilities, which are the abilities of the Secret Roles.
- As you just saw, I won’t say why this happened or where this Unease token came from.
- What do you think happened? How many possibilities do you see?
- If they realize it’s the Conspiracy Theorist, you can go on. “Sure, maybe. But who is the Conspiracy Theorist, then? What possibilities are there?” (If they miss it, you can point out that the Boy Student could have put it on himself.)

Then it’s the Protagonists’ turn. Explain the following:

- When I’ve done my abilities, it’s your turn to use the Characters’ Goodwill abilities.
- To use a Character’s Goodwill ability, they need to have at least the number of Goodwill tokens shown on that ability.
- The Leader decides what abilities to use.

Place 3 Goodwill tokens on the Rich Student. Ask the Leader to look at her card and see if her ability can be used. Then tell the Leader to simply state that they use the Rich Student’s ability on the Girl Student. Say aloud that “OK, so she uses her ability on the Girl Student” and I’ll place a Goodwill token on the Girl Student. See to it that the Leader doesn’t resolve the ability; it’s important that you are the one resolving.



Now, the Girl Student can use her ability too. It’s best if the Protagonists notice that by themselves, so give them a while to see if they catch on. If they don’t, ask them if there is any other Character who can use their ability, reminding them not to resolve it themselves, but simply state what they do. Hopefully, they’ll target the Boy Student, but it doesn’t really matter. When the Leader declares they will use the Girl Student’s ability, refuse to use it by saying “You try, but she doesn’t listen to you.” Then explain the following:

- Some Characters have Secret Roles that allow the Mastermind to optionally refuse to use their Goodwill abilities. Some Secret Roles force the Mastermind to refuse. Both are noted on the Reference sheet.
- Since I refused to use the Girl Student’s ability, you know she has a Secret Role that can (or must) refuse Goodwill abilities.
- And as you see, using an ability doesn’t remove the Goodwill tokens. But you can only use each ability once per turn.

Incidents

This is where you explain the last important thing: the Incidents. Use the pointers below and show them the Reference sheet where Incidents are described:

- To spice up the game, there are Incidents in each Script.
- You will know what Incidents will happen, and when, but you won't know who the culprit is.
- Each Incident must have exactly 1 culprit, and it can be anyone. It can be a Character with a Secret Role, or without a Secret Role.
- However, no Character can be the culprit of 2 Incidents.
- On days when there is no scheduled Incident, nothing special happens.
- If an Incident is scheduled, it will happen if the following is true:
 1. The culprit must be alive.
 2. The culprit must have Unease tokens equal to or greater than their Unease Limit, which is printed in the top right of their card.

We'll assume that there is a Homicide Incident scheduled for this day. Then read the following to the players:

"You know a murder will happen today. And it happens: the Rich Student is killed." Turn her card sideways.

You'll point out that only the Boy Student could have caused this death because he is alive and his Unease limit has been reached. So he must be the culprit of this Incident.

Give them these other examples:

Example 1: Tell the players to assume that the Boy Student didn't have two Unease tokens. Remove one of them from him and say the following: "You know a murder will happen today. But it doesn't happen."

Example 2: Place the Unease token back on the Boy Student, and move all other Characters to the Shrine. Then tell the players: "A murder is to happen today. And in fact, a murder almost occurs, but nothing happens." Here, the players should understand that as long as the Incident conditions are fulfilled, they will know that the Incident happens, even if there is no valid target for the Incident.

Tell the players that this is what the game is about. But it's always good to rehearse, so go through the three types of tokens again.

- The Intrigue tokens are placed by me, and they mainly are about your loss conditions.
- The Goodwill tokens are only placed by you, and they will allow you to use Goodwill abilities.
- The Unease tokens we can both place, and they mostly trigger Incidents.

Day End

Explain that this marks the end of one day, which is the same as one round. Tell the players that in some Scripts, stuff will happen when the day is over. For example, you may resolve the Serial Killer ability, and let the players guess about that. Afterwards, change the Leader by passing the Leader card to the next player in turn.

Sum Up

- This was one day, also known as one round.
- When we have played as many days as the Script says, that's one "loop."
- The loop might end prematurely, for example if you die.
- The Script tells us the maximum number of loops in the game.
- You only have to win ONE loop. If you lose every loop, then I win.

5. START PLAYING!

That concludes the teaching of the game. Remove everything off the board. Choose a "First Steps" Script and set the Characters and tokens accordingly. Make sure all players are using the correct side of the Reference sheet.

Remind them that since this will be a First Steps Script, and thus a training story, there will only be 1 Main Plot and 1 Subplot. Also, there will be no Final Guess because that would make it too easy.



PREMADE SCRIPTS

Below you can find 13 sample Scripts for the game. Please use these if you're new to the game, are still unsure on how to make your own Script, or simply don't have time to make one. There are Scripts here for any difficulty, so you can adapt to the gaming group.

The first 5 premade Scripts are meant to be played in order, to help solidify the concepts learned from this document and the Protagonist rulebook.

When playing one of these Scripts, the Mastermind should keep the secret Mastermind Script information card and give the Protagonists their Script information card with the matching number (top left corner), which contains the open information known to the Protagonists, before the game starts.

Table talk

Whether to set table talk to on or off is up to all the players. For the very first play, we recommend allowing table talk.

FEATURED SCRIPTS

First Steps Scripts

Practice Scripts using the simplified "First Steps" set. They are perfect to play through directly after a game teaching session. Protagonists need to train and learn every Secret Role by heart.

Basic Tragedy Scripts

These are Scripts using the full Basic Tragedy set. They range in difficulty, so should be chosen carefully based on the experience levels of all players.



HOW TO READ SCRIPT PAGES

1. Title

The Script title. It might contain spoilers, so don't reveal this to the players until you've finished playing the Script.

2. Creator

The person who created the Script.

3. Tragedy Set

Which set this Script uses.

4. Number of Loops / Difficulty

Most Scripts give you a choice of the number of loops to play. The Mastermind should determine how many loops will be played and give this information to the Protagonists. Note that using a lower number of loops will increase the difficulty for the Protagonists. There is also difficulty scale built into each Script.

5. Introduction

A general concept of the Script. Read this to yourself to get a little taste of what it's about.

6. Story

A backdrop for what's going on. Only the Mastermind knows the story.

7. Hints for the Mastermind

Here you have hints for the Mastermind on how to play out the Script. Until you know every ability and effect by heart, you need to read this before you play the Script.

8. Victory Conditions

How the Mastermind wins (which of course means a loss for the Protagonists).

.....●.....
Note: When reading the Scripts, refer to the Script cards to see the Characters, Plots, Subplots, and Incidents with their culprits within the Scripts.
.....●.....

1 THE FIRST SCRIPT

by BakaFire

Tragedy set: First Steps

of days: 3

3 loops: difficulty 

Introduction:

This script is designed to be used directly after having explained the game, and everyone, both Mastermind and Protagonists, plays Tragedy Looper for the first time. So, you can play it fairly relaxed and focus on getting everything right.

As it's a practice script, it's not very difficult. Don't worry about winning or losing.

Story

Welcome to the First Script. We'll start with a simple tragedy to try out what you have learned.

A girl has learned a secret. And to silence her, some organization has sent out an assassin to silence her. Her best friend, a pop idol, isn't much help, due to being a bit paranoid. To make matters worse, there's also a serial killer in town. Do you think the heroes will be able to defend the young girl?

Hints for the Mastermind

Aim to kill the Girl Student. The possible ways to kill her are listed in the "Victory Conditions" below. Just playing a card on the Girl Student will have people wonder what card it is, so play a card on her every single day.

In the first loop, the Protagonists have no idea of what's happening. It's recommended to just move the Girl Student to the Shrine Maiden (Serial Killer).

From the second loop and on, the Protagonists will be wary of the Serial Killer. Use that to get the Girl Student to commit suicide. Use the Conspiracy Theorist's ability to place Unease, and the card Unease +1, to get her to 3 Unease by the third day.

In the third loop, you'll have to aim for every possible way to kill her. You can place 2 Intrigue on her to get the Office Worker to kill her or put 4 Intrigue on the Office Worker to kill the Protagonists. (Remember, you can't move the Office Worker to the School as he is not allowed there.) Finally, use the Brain's power when you can.

Helping the Protagonists

If the Protagonists seem to struggle as to what to do, tell them this: "Winning the first loop is next to impossible. What you want to do is gather information. This is best done by playing Goodwill +1 or Goodwill +2 on some characters to use their abilities." Also, to use the Reference sheet to figure out what occurred and possibly how it occurred.

Victory conditions

Killing the Key Person (Girl Student)

1. At any day end, have Shrine Maiden and Girl Student alone in a location, triggering the Serial Killer's effect to kill the Girl Student, triggering the Key Person's loss condition immediately.
2. At any day end, have 2 or more Intrigue on the Girl Student in the same location as the Office Worker, triggering the Murderer's Key Person kill effect, and thus the Key Person's loss condition immediately.
3. At end of day 3, have 3 or more Unease on the Girl Student, triggering her Suicide, and thus triggering the Key Person's loss condition immediately.

Killing the Protagonists

- At any day end, have 4 or more Intrigue on the Office Worker, triggering the Murderer's Protagonist kill effect.

A PLAY GUIDE FOR "THE FIRST SCRIPT"

As this is the very first script, we give you suggestions on how to play out the script. Try it out the first time you play the script.

(1) First loop, Day 1: Card playing step

The very first round, play the following cards:

- Girl Student: Vertical Movement
- Office Worker: Intrigue +1
- Doctor: Unease +1

After the cards resolve, if the result is that the Girl Student is alone with the Shrine Maiden, you've won, go to Bad Ending 1.

If not, go to (2)

(2) Day 1 to 3: Mastermind ability step

If the Pop Idol and the Girl Student are in the same location, place an Unease token on the Girl Student (using the Idol's Conspiracy Theorist ability). If the Doctor and the Office Worker or the Girl Student are in the same area, place one Intrigue on the Office Worker or Girl Student (using the Doctor's Brain ability)

- Check the Bad Ending list; if any are fulfilled, you've won. But if it's the third day, and nothing has happened, the Protagonists have won. Otherwise, go to (3).

(3) Day 2 or 3: Card playing phase

Below you will find several tactics depending on the situation. They are in priority order. Also, if you can combine 2 tactics, do so.

- **Tactic 1:** Kill the Girl Student with the Serial Killer (if the Serial Killer is divulged, the players will hamper this): Move the Shrine Maiden and the Girl Student so that they end up together. You can use this tactic even if the Serial Killer is divulged if you have a card play to spare or if it's the only way out.
- **Tactic 2:** Suicide the Girl Student (she must have at least 1 Unease if it's day 2, and at least 2 if it's day 3): Put an Unease +1 on the Girl Student, move the Pop Idol to the Girl Student, and put Forbid Goodwill on the Boy Student.
- **Tactic 3:** Kill the Protagonists with the Murderer (Office Worker must have at least 1 Intrigue, hopefully 2, if it's day 3): Put Intrigue +1 or +2 on the Office Worker and move the Doctor to where the Office Worker is.
- **Tactic 4:** Kill the Girl Student with the Murderer: Put Intrigue +1, Intrigue +2 on the Girl Student, or move her to the Office Worker. Move the Office Worker to where the Girl Student is (remember, he cannot go to the School!). Move the Doctor to the Girl Student's location.

If either tactic is fulfilled, no need to do anything in (2) and go to the Bad Ending in question. If neither is fulfilled, go to (2).

(4) Second loop, Day 1: Card playing phase

If the Serial Killer hasn't been divulged, go to (1).

If the Serial Killer has been divulged, do the following:

- Play Unease +1 on the Girl Student, Horizontal Movement on the Idol, Vertical Movement on the Doctor. Then go to (2).

(5) Third loop, Day 1: Card playing phase

Try to fight it out your way in loop 3. If you are at a loss as to what to do, check (3).

Bad Ending 1: Meeting at night.

Condition: If the Shrine Maiden and the Girl Student are alone in one location

Don't do anything during the Mastermind ability step. Then, when the day ends, the Girl Student dies (turn her sideways) and tell the Protagonists she's dead, they've lost, and the loop ends.

Bad Ending 2: So, you were the ones snooping around!

Condition: There are 4 Intrigue counters on the Office Worker

If it's already a sure thing, you don't need to do anything during the Mastermind ability step. If you don't have enough Intrigue, but can use the Brain's ability, then do so. Then, at the end of the day, tell the Protagonists that they are dead, they've lost, and the loop ends.

Bad Ending 3: Who was the assassin?

Condition: If the Girl Student has 2 Intrigue on her and is in the same location as the Office Worker

Don't do anything during the Mastermind ability step if she already has enough Intrigue, however, if she's with the Doctor, do place an Intrigue on her to get the Office Worker to kill her at day end. Tell the Protagonists she's dead, they've lost, and the loop ends.

Bad Ending 4: Couldn't stand the strain.

Condition: If the Girl Student has 3 or more Unease on day 3

If it's already a sure thing, don't use any Mastermind ability to put another Unease on her. If you need the Conspiracy Theorist to put the third Unease on her, do so. Then, during the Incident step, she dies. Tell the Protagonists that she's dead, they've lost, and the loop ends.

After the ending, if this was the first loop, reset the board and go to (4).

If this was the second loop, reset the board and go to (5)

If this was the third loop, you've won!



2 IN THE GODLESS TEMPLE

by Kaijin

Tragedy set: First Steps

of days: 4

3 loops: difficulty 

Introduction:

In the Godless Temple is an advanced training script, to be played after the First Script. This is a perfect script to learn how to use Intrigue counters. After The First Script and this, you'll get the hang of most victory tactics for the Mastermind.

Story

A decrepit shrine at the outskirts of town. Whatever is hallowed there, it's not a god. And it wants revenge. Revenge on the shrine maiden that summoned it and consequently all humans.

This being confuses people and pushes the ill will of the broken shrine maiden and less-than-good-tempered people onto the Protagonists. Will the heroes be able to stop this incarnation of darkness and evil from getting its revenge?

Hints for the Mastermind

The basic way to win is to have 2 Intrigue on the Shrine at the end of the loop. It's good to also have 2 Intrigue on the City, so that you can hide who the Brain is. When you use the Brain's ability, see to it that the Office Worker and the Alien are in the same area.

Another way to win is the Hospital Horror, while having 1 or more Intrigue on the Hospital, killing the Patient who is the Friend, triggering a win condition for you.

In either case, you should get the Office Worker to trigger Missing Person to help place Intrigue. Use the Conspiracy Theorist ability from Day 1. But if you think you can win with 2 Intrigue on the Shrine, don't aim for the Hospital Horror. It's best to hide who the culprit is there, and to place a lot of Unease on them once you need to.

Victory conditions

1. At loop end, have 2 Intrigue on the Shrine, triggering the loss condition of Fire of the Avenger.
2. At end of day 3, have at least 1 Intrigue on the Hospital and at least 2 Unease on the Shrine Maiden, triggering the Hospital Horror, killing the Patient, and triggering the Friend's loss condition at loop end.
3. At end of day 3, have at least 2 Intrigue on the Hospital and at least 2 Unease on the Shrine Maiden, triggering the Hospital Horror, killing the Protagonists.

A PLAY GUIDE FOR "IN THE GODLESS TEMPLE"

We present a briefer play-through guide for this script.

Day 1: Card playing phase

On loop 1, play these cards:

- City: Intrigue +2
- Shrine: Intrigue +1
- Hospital: Any card (mainly to bluff)

On loop 2, play any of the below:

- City or Shrine: Intrigue +1, Intrigue +2, or any other card
- Hospital: Intrigue +1 or any other card
- Office Worker: Unease +1
- Shrine Maiden: Vertical Movement

Day 1-4: Mastermind ability step

- If it's day 1 or 2, and the Office Worker and Police Officer are in the same area, place an Unease token on the Office Worker.
- If it's day 1, 2 or 3, and the Shrine Maiden and Police Officer are in the same area, and you have 1 or more Intrigue on the Hospital, put an Unease on the Shrine Maiden.
- If the Alien and Police Officer are together at the City or Shrine, and you have 1 or less Intrigue on that location, place one Intrigue there.
- If the Alien is in the Shrine, and you really need to, place 1 Intrigue there.

Day 2-4: Card playing phase

Play cards or move, as needed:

- City or Shrine: Intrigue +1, Intrigue +2 or any other card.
- Hospital: Intrigue +1 or any other card.
- Shrine Maiden: Unease +1, Forbid Goodwill, or move her away from the Shrine.
- Alien: Move it to Shrine or City.
- Police Officer: Move to same location as Shrine Maiden or Office Worker.
- Office Worker: Unease +1 or move to same location as Alien.
- Pop Idol: Forbid Goodwill or move her so she can't use her Goodwill ability.
- Patient: Don't place anything on him.

3 MAGICAL GIRLS' SUPERIORITY

by M.Hydrome

Tragedy set: Basic Tragedy

of days: 5

4 loops: difficulty 

3 loops: difficulty 

Introduction:

This is a script recommended for those who are playing Basic Tragedy for the first time. This is where it begins for real. Now you have 2 Subplots and seven people in the cast. Also, there are 5 days each loop!

That said, the difficulty is still set to very low. Protagonists who come from First Steps won't feel super confused and will be able to enjoy the extra additions well enough. It's not difficult to play as Mastermind either. But beware of the Final Guess. If all roles are clear, then you will lose, and that is more stressful than it may seem.

Story

For boys and girls, the world is a constant battlefield. Each tiny little disturbance will shake their inexperienced souls. Especially in this town, where seductors lure with the promise of magic powers – without explaining the consequences!

The school was bubbling with talk. "Spells" and "magic", and everyone knows that you CAN become a magical girl, if you just sign the contract. Eventually, the pop idol will sign, and she will die. Can the Protagonists stop this tragedy from happening?



Hints for the Mastermind

The best way to win is through the Hospital Horror and to place Intrigue on the Idol. This reveals the least information.

Start day 1 and 2 with Unease +1 on the Patient, and a bluff and Intrigue +1 on the Shrine and Hospital respectively.

Also from day 1, use the Conspiracy Theorist and trigger Spreading Unease. If you get some Intrigue on the Hospital, put 2 Unease on the Shrine Maiden, and trigger the Hospital Horror.

On day 3, you can use the Unsettling Rumor effect to put the second Intrigue on the Hospital and kill the Protagonists.

If you can't seem to get any Intrigue on the Hospital, put instead 2 Intrigue on the Idol and if possible, also on the Shrine, Rich Student, and Shrine Maiden. For this, Spreading Unease and An Unsettling Rumor will help you.

Hide the Serial Killer as long as you can and use him to kill the Key Person as your last resort. Killing the Friend will make the Final Guess easy for the Protagonists, so avoid that as much as possible.

The Final Guess can easily become your downfall. Either you hide the Conspiracy Theorist or the Friend. Try to make it look like a Murderer or a Brain instead.

Victory conditions

1. At any day end, have the Pop Idol and the Boy Student alone in a location, triggering the Serial Killer effect and thus the Key Person's loss condition immediately.
2. At end of day 3, have at least 1 Intrigue on the Hospital, at least 2 Unease on the Shrine Maiden, and the Pop Idol in the Hospital, triggering Hospital Horror, killing the Pop Idol and triggering the Key Person's loss condition immediately.
3. At loop end, have 2 Intrigue on the Pop Idol, triggering the loss condition for "Sign with Me!".
4. At any day end, have the Shrine Maiden and the Boy Student alone in a location, triggering the Serial Killer effect and thus the Friend's loss condition at loop end.
5. At end of day 3, have at least 1 Intrigue on the Hospital, at least 2 Unease on the Shrine Maiden who should be in the Hospital, triggering the Hospital Horror, killing the Shrine Maiden, and triggering the Friend's loss condition at loop end.
6. At the end of day 3, have at least 2 Intrigue on the Hospital, at least 2 Unease on the Shrine Maiden, triggering the Hospital Horror killing the Protagonists.

4 THE CAT BOX

by GEnd

Tragedy set: *Basic Tragedy*

of days: 5

4 loops: difficulty 

3 loops: difficulty 

Introduction:

The Cat Box is a perfect script to play as your second Basic Tragedy script. The complexity is slightly higher, and there are now 8 characters in the cast. The idea of this script is to introduce two new things.

The first is the Mystery Boy and the Black Cat; both a bit strange. It's a good chance to get to know rather complicated characters. But don't fret; neither of them will mess up things too badly.

The second is the trick to find the Witch, who has mandatory Goodwill Refusal. This will have the Protagonists learn how to use this technique..

Story

The witch laughs and the cat familiar meows. A mistake in a ritual has summoned a strange existence from another world. And to make matters worse, it fell in love with a human.

The witch decides to burn the entire town to hide the evidence. But to do that, she needs to stay hidden. Time is of the essence: kill the witch and shut the lid on this box forever.

Hints for the Mastermind

You can win with either 2 Intrigue on the Hospital or the ability of the Mad Lover. Your first choice should be the former, but the latter hides more information.

First day on loop 1 should be an Intrigue +2 on the School, an Intrigue +1 on the Hospital, and a bluff card on the Shrine. Then put an Unease on the Rich Student using the Conspiracy Theorist and kill her with Suicide. This is to give the impression that she might be the Witch!

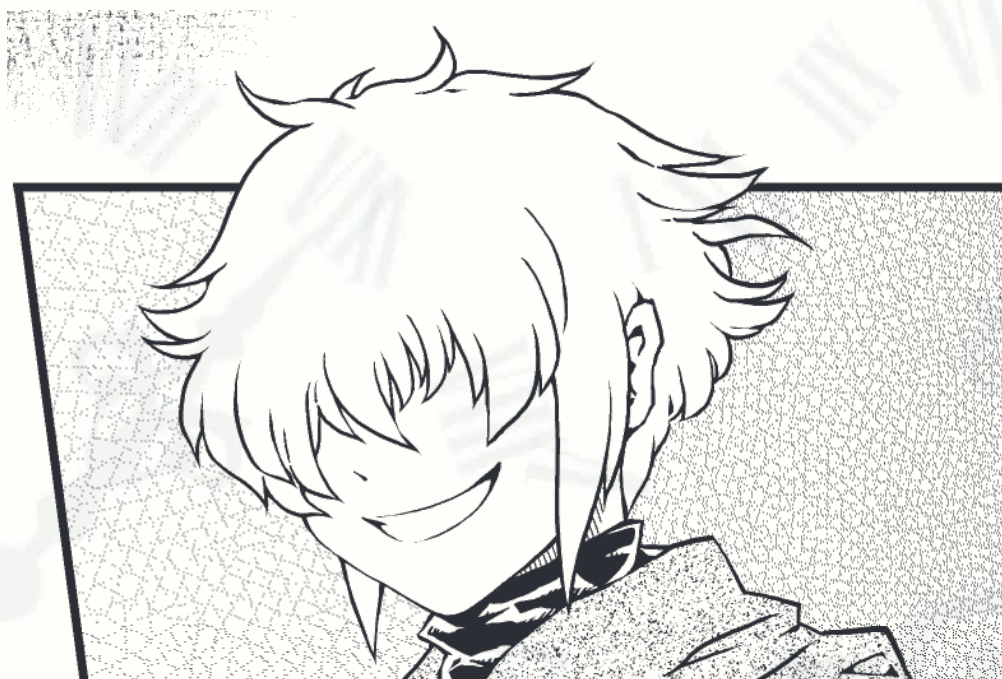
After that, try triggering both Missing Person Incidents by putting out Unease. Use the Conspiracy Theorist's and Factor's abilities (Subplot "Unknown Factor": Putting 2 Intrigue on the School makes the Black Cat able to act as a Conspiracy Theorist!) when you need. Putting Unease on the Office Worker is effective both for Missing Person and for the Mad Lover ability.

Finally, if you can get 2 Intrigue on the School, Shrine, and Hospital, the first loop is perfected. You can try to get that result in future loops too, but it'll be hard with Forbid Intrigue and trying to prevent the Protagonists from finding the Witch with Goodwill Refusal.

It's super easy to hide the Factor, so you don't need to worry about the Final Guess.

Victory conditions

1. At loop end, have 2 Intrigue on the Hospital, triggering the loss condition of "Giant Time Bomb".
2. At any day end, have 3 or more Unease and 1 or more Intrigue on the Office Worker, triggering the Mad Lover's Protagonist kill.



5 THE ASSASSIN FROM THE FUTURE

by unun

Tragedy set: Basic Tragedy

of days: 5

5 loops: difficulty 

4 loops: difficulty 

Introduction:

This script is the winner of the 2013 script competition, and it's a wonderful script to play as a graduation test from Basic Tragedy level of Tragedy Looper. If you've played the 2 previous Basic Tragedy scripts, this is the perfect script to evolve one step further.

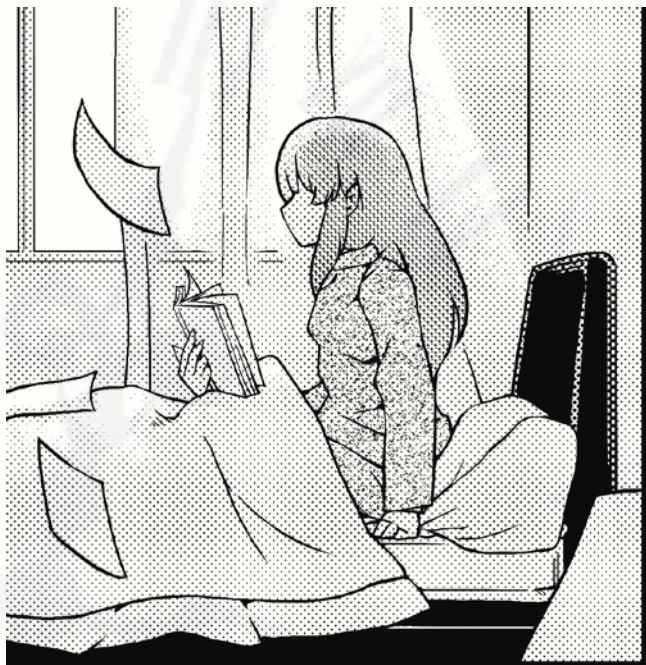
Here we have the first Immortal, and the ability to use this to hide the Serial Killer. Have fun!

Story

He came from the future. The girl will cause a tiny thing to happen, and that little thing will destroy his future. He doesn't have any choice. He snuck into the hospital and brainwashed the doctor into becoming a serial killer.

But here, in this time and day, the girl is completely innocent. Even more, she's an invaluable friend of the Protagonists. They must protect her from the blade that comes ever so closer.

And they will learn of his existence. In the end, it's the bond that counts. They must hinder what should happen, and still save his future as well!



Hints for the Mastermind

In whatever situation, it's highly important that you hide the Time Traveler and the Serial Killer. The secret's safe as long as the Patient can't move out of the Hospital; but if he leaves the Hospital, have a lot of people in the Shrine and City. It's super easy to trigger the Hospital Horror, but you mustn't let that happen until those roles are revealed.

While their roles are still unrevealed, aim for wins by killing the Shrine Maiden or the Class Rep with Faraway Murder, or by triggering the Butterfly Effect. Put Intrigue on the Shrine mainly, to lead the Protagonists into thinking it's The Sealed Item or the Giant Time Bomb that's going on.

If the Subplot, Lurking Psychopath, is divulged by the Informant, or the Serial Killer is detected, or any other win condition is stopped, aim for the Hospital Horror. If either of those happens, everything changes, and the dominoes will fall, revealing a lot of things. And then you'll just have to run away for the remaining loops. You can use the Cultist and the Hospital Horror as much as you can, going for a win while protecting the few unknown roles.

What you need to hide for the Final Guess is mainly the second Friend: take care if the Protagonists start Friend hunting.

Victory conditions

1. At end of day 2, have at least 2 Unease on the Class Rep, triggering the Butterfly Effect, which triggers the loss condition of "Changing the Future" at loop end.
2. At the end of the loop, have 2 or less Goodwill tokens on the Patient, triggering the Time Traveler's loss condition at loop end.
3. At any day end, have Class Rep or Shrine Maiden alone with the Doctor in any location, triggering the Serial Killer's ability, which triggers the Friend's loss condition at loop end.
4. At end of day 4, have at least 2 Unease on the Doctor, triggering Faraway Murder, and at least 2 Intrigue on Class Rep or Shrine Maiden, killing either and triggering the loss condition of the Friend at loop end.
5. At the end of day 5, have the Class Rep and/or Shrine Maiden in the Hospital, at least 1 Intrigue on the Hospital, and at least 3 Unease on the Informant, triggers the Friend's loss condition at loop end.
6. At the end of day 5, have at least 2 Intrigue on the Hospital and at least 3 Unease on the Informant, triggering the Hospital Horror's Protagonist kill.

At this point, you're an intermediate player. The following scripts can be played in any order.

6 CRUSHED BY THE HOSPITAL BUILDING IN DORONOKI

by Rokirusu

Tragedy set: Basic Tragedy

of days: 6

5 loops: difficulty 

4 loops: difficulty 

Introduction:

The special additions in this script are the presence of the powerful Boss character and the capricious Transfer Student. Have fun with the slightly higher complexity and the rather hard-to-use-well characters.

Story

The hospital was empty, a ruin. Shut down by a combination of unfortunate events and political decisions. Forgotten, and abandoned.

But it harbored a secret. Here, in this very building, they had researched a new type of virus. One woman who worked as an informant had gotten ahold of this information, and the former CEO of the hospital, the boss, decided to silence her once and for all. Dedicated to his task, the boss plans to send his henchman to eliminate the evidence by destroying the building entirely, together with the boy who had contracted the virus.

But, one day a girl shows up, transferred back to the school in town. A girl with ties to the hospital and a burning hatred, accelerating the looming tragedy.

Can the players outmaneuver the henchman and the vengeful girl?

Hints for the Mastermind

The Henchman should start in the Hospital in every loop.

The first thing to aim for is a Factor kill. First loop, Intrigue +2 Intrigue on the School, Intrigue +1 on the City and a bluff on the Hospital. If the Boss is in the City, use him to place the second Intrigue on the City there, and Suicide the Factor. Use the same cards in Loop 2 but interchange them.

If that gets stopped, then you should aim for a Hospital Horror. The Boss can spread Intrigue here and there. The Goodwill effects of the Henchman and Alien will get in your way. Spread out Unease everywhere to make it hard to pinpoint the culprit.

If that also gets stopped, then it's the Transfer Student. With the Conspiracy Theorist's ability, you will for sure be able to activate Faraway Murder, so have 2 Intrigue on the Informant (and Boy Student).

With the Paranoia Virus, you might activate a lot of Serial Killers, but beware so you don't get trapped in that. You can use that to get a win if you need.

For the Final Guess, you need to hide the Murderer. Don't use the Murderer's ability unless you can safely do so.

Victory conditions

* Note: Due to Subplot, Paranoia Virus, the Shrine Maiden, Alien, Office Worker, and Henchman become Serial Killers while they have 3 or more Unease on them.

1. At any day end, have the Informant alone in a location with any of the Serial Killers, activating that ability, and triggering the loss condition for the Key Person immediately.
2. At any day end, have at least 2 Intrigue on the Informant in the same location as the Class Rep, activating the Murderer's ability and thus triggering the Key Person's loss condition immediately.
3. At the end of day 4, have the Informant in the Hospital, at least 1 Intrigue on the Hospital, and at least 1 Unease on the Henchman, triggering the Hospital Horror, killing the Informant, and triggering the loss condition of the Key Person immediately.
4. At the end of day 6, have at least 2 Unease on the Transfer Student, triggering the Faraway Murder, and at least 2 Intrigue on the Informant, choosing her to be the target, triggering the loss condition for the Key Person immediately.
5. Having at least 2 Intrigue on the City, causing the Factor (Boy Student) to gain the Key Person's effect, and applying any of (1) to (4) on the Factor instead of the Informant.
6. At the end of day 2, having at least 2 Intrigue on the City, causing the Factor to gain the Key Person's effect, and having at least 2 Unease on the Boy Student, triggering Suicide, and triggering the loss condition of the Key Person immediately.
7. At the end of day 4, have at least 2 Intrigue on the Hospital and at least 1 Unease on the Henchman, triggering the Hospital Horror's Protagonist kill.
8. At any day end, have at least 4 Intrigue on the Class Rep, triggering the Murderer's Protagonist kill.

7 THOSE WITH ANTIBODIES

by Satoru Sawamura

Tragedy set: Basic Tragedy

of days: 4

5 loops: difficulty 

4 loops: difficulty 

Introduction:

In each loop of this script, the Mastermind has a fool-proof way to win. That means that the Protagonists have no other choice than to find out what is happening and aim for the Final Guess. It's a puzzle to solve. But not a regular, decent puzzle. And it's a question of whether the Protagonists can notice this and find the answer.

Story

Cascading viruses -- this is the future that we have no way to avoid. An insignificant start, small as the fluttering of a butterfly's wing, soon weaves its threads into a spiral, gradually turning it into an unavoidable maelstrom. The Protagonists cannot escape. They cannot change the future. Whatever plan of change they may have, it's fruitless. Pointless. Completely in vain.

They must accept the future to live on and grasp the possibility of escaping the virus. Yes. That is the answer. They must find Those with Antibodies.

Hints for the Mastermind

The Henchman should always start at the School.

Unless you mess up badly, you should be able to win in every loop. In loop 1, put Unease on Rich Student and the Henchman, and Forbid Goodwill on the Forensic Specialist. Activate the Butterfly Effect, if necessary, by using the Conspiracy Theorist's ability, and place a Goodwill token on the Rich Student. In this way, you'll be able to trigger the Butterfly Effect in all subsequent loops.

After that, place Intrigue tokens on the Shrine by the Foul Evil effect, and delay the discovery of the Main Plot by, for example, placing Intrigue on a girl. It's recommended to use Forbid Goodwill somewhere every single round.

One winning strategy for the Protagonists will be to try to use the effect from Paranoia Virus, that Persons change into Serial Killers with enough Unease counters, and by this method, discover which characters don't change and which don't die. Threads of Fate can also be used to pile up the Unease tokens. So, once the Protagonists catch this one, make their lives miserable with Unease -1 and Forbid Unease.

Victory conditions

* Note: Due to Subplot, Paranoia Virus, the Class Rep, Office Worker, Forensic Specialist, Doctor, Soldier, and Henchman become Serial Killers while they have 3 or more Unease on them.

1. At the end of day 1, have at least 1 Unease on the Rich Student, triggering the Butterfly Effect, thus triggering the loss condition in "Changing the Future" at loop end.
2. End the final day with 2 or less Goodwill tokens on the Informant, triggering the loss condition of the Time Traveler.

8 UN RERUM

by GaRSoBaG

Tragedy set: Basic Tragedy

of days: 6

4 loops: difficulty 

Introduction:

"un rerum"'s specialty is its usage of Threads of Fate. Horribly enough, if you fail in loop 3, you won't be able to win the last loop. Also, the A.I. appears, and you'll need to use that one's abilities.

Story

In a corner of the city, a lot of electronics have started blinking. One advanced computer, said to be able to change the world, has become self-aware. And it tries to replace reality with supernaturality, truly changing the world. The last hope IS the Shrine; that area has yet not fallen victim to this new order. If that one falls, then the entire city is lost.

Hints for the Mastermind

Thanks to the Black Cat, you can win by placing that needed Intrigue on the Shrine.

On day 1, move the Rich Student vertically, play Intrigue +1 on the Shrine, and Intrigue +2 on the City. If the Shrine's Intrigue is blocked, then you'll have to use the Cultist's power to unblock it. After that, place Unease tokens to trigger Transfer Friendship and Butterfly Effect.

In loops 2 and 3, you'll probably have Unease on the A.I. and the Mystery Boy. If you trigger Foul Evil or Missing Person, you'll win. Specifically, in loop 2, the Protagonists will probably place Goodwill tokens on the Mystery Boy, so you'll mostly win by Missing Person in loop 3.

It's also important to place Goodwill on the A.I. and Mystery Boy with Transfer Friendship and Butterfly Effect. If you start a loop with Unease on both, place Intrigue +2 on the A.I., Intrigue +1 on the Shrine, and Unease +1 on the Mystery Boy, and you'll have it.

If you avoid using Goodwill Refusal on the A.I., it'll take time for the Protagonists to realize she's the Brain. Use the Goodwill Refusal with wisdom.

For the Final Guess, hide either the Friend or Conspiracy Theorist.

Victory conditions

1. At loop end, have 2 Intrigue on the Shrine, triggering the loss condition for "The Sealed Item".
2. At the end of day 6, have the Office Worker in the same location as the Alien, and at least 2 Unease on the Alien, triggering Homicide, and thus triggering the loss condition of Friend at loop end.

9 PROLOGUE

by BakaFire

Tragedy set: Basic Tragedy

of days: 7

5 loops: difficulty 

4 loops: difficulty 

Introduction:

"Prologue" is a script that marks the end of the beginning. It's geared toward players who have played Tragedy Looper a fair number of times, regardless of what Tragedy Set has been used. This script assumes that the players have thorough knowledge of the various factors, are skilled in collecting information, know how to plan during the Time Spiral, and have good deductive abilities. All of these are required, so beware.

You can play this in 5 loops for a slightly lower difficulty. But the real challenge is 4 loops, and without any table talk at all.

Story

After all they have experienced so far, the Protagonists finally arrive at this: the end of the beginning. This is the road of the Royals. The extreme script.

Hints for the Mastermind

To give any instructions on what to play for someone trying this script would be impertinent. This is to play as you deem fit, while keeping this in mind: It looks like a regular script, but there are several details that ramp up the difficulty. The Key Person is a girl. The other 2 girls are roles that make use of Intrigue. The Doctor has Goodwill Refusal. The only Person is the Office Worker. There is the Hospital Horror, and one of the Friends can't move. The Culprit for the Incident on day 2 starts in the same location as the Conspiracy Theorist. The Suicide and Hospital Horror chain react as the culprits for these are the two Lovers. Every single Unease on the Girl Student is a step towards a Protagonist kill.



Victory conditions

1. At any day end, have at least 2 Intrigue on the Shrine Maiden in the same location as the Rich Student, triggering the Murderer's ability, and thus the loss condition of the Key Person immediately.
2. At the end of day 5, have the Shrine Maiden in the Hospital, at least 1 Intrigue on the Hospital, and at least 2 Unease on the Boy Student, triggering the Hospital Horror, and thus the loss condition of the Key Person immediately.
3. At the end of day 7, have the Shrine Maiden in the same location as the Police Officer, and at least 3 Unease on the Police Officer, triggering the Homicide incident, choosing the Shrine Maiden and triggering the loss conditions of the Key Person immediately.
4. Killing either of the Friends with method 2 and 3, triggering the loss conditions of the Friend at loop end.
5. At any day end, have at least 3 Unease and 1 Intrigue on the Girl Student, triggering the Mad Lover's Protagonist kill.
6. At the end of day 5, have at least 2 Intrigue on the Hospital and at least 2 Unease on the Boy Student, triggering the Hospital Horror's Protagonist kill.
7. At any day end, have at least 4 Intrigue on the Rich Student, triggering the Murderer's Protagonist kill.



10 NEVER ENDING HAPPY & SAD STORY

by BF + 3G

Tragedy set: Basic Tragedy

of days: 6

4 loops: difficulty 

Introduction:

This is the most insane of all scripts.

Story

There were countless worlds, with countless stories. Countless scripts were written, and day and night one could hear the sighs, roars, and hideous laughter from countless script writers. Countless loops were looped, and the air shone of the frustration, hopelessness, will, and hope of countless Protagonists. All of these worlds collided here, causing yet another explosion.

Welcome to an excruciatingly mad fantasy world, where all the possibilities gather and spread at once. These tragedies are a never ending happy & sad story.

Let's begin!

Hints for the Mastermind

This is an evil script, a nightmare for Protagonists, but it's not that hard to handle for a Mastermind. Most victories happen at loop end, but you can't be satisfied with just winning. The key is to spread out the possibilities and not let the Protagonists deduce the Main Plot.

Intrigue tokens on the Shrine is mandatory. Then have 2 Intrigue on as many of these as you can: Hospital, Girl Student, Class Rep, Pop Idol, and Alien.

Use the Brain and the Conspiracy Theorist's abilities from the first day of the first loop. Trigger the Butterfly Effect, faking a "Changing the Future".

Use the Mad Lover's abilities in loop 1 and 2. By showing who the Mad Lover is, you'll force a stop on this character early on by the Protagonists, making it easy for you to put Intrigue a bit here and there. And if the abilities of the Mystery Boy and the Alien are used, the Protagonists will think the Shrine is a bluff. So, use that as the win on loop 3, and have fun watching the Protagonists' despair during loop 4.

If they find out the Main Plot, the Final Guess will come down to figuring out the missing Subplot - An Unsettling Rumor or Circle of Friends. So be careful not to use the effect of An Unsettling Rumor unless you really must.

Victory conditions

1. At loop end, have at least 2 Intrigue on the Shrine, triggering the loss conditions of "Giant Time Bomb".
2. At any day end, have at least 1 Intrigue and at least 3 Unease on the Rich Student, triggering the Mad Lover's Protagonist kill.

11 THE ILLUSION UNDER THE CHERRY TREE

by BakaFire

Tragedy set: Basic Tragedy

of days: 7

4 loops: difficulty 

Introduction:

This script is for players who are used to Tragedy Looper. The Protagonists should have at least 2 or 3 games under their belt. It circles around the uncanny abilities of the Illusion. Enjoy the weirdness that changes the very point of many of the Action cards.

Story

She has materialized in this world to protect the Seal at the Shrine. And by chance, she becomes friends to the Protagonists. The enemies are many: A fanatic who has lost his mind, an artistic killer, and an amnesiac god. The Protagonists must fight with her to protect the Seal, helped by her strange abilities. But the Illusion will fade in the end. It will fade. Hopefully, it will not do so in vain. And beautifully, under the Cherry Tree.

Hints for the Mastermind

You'll aim for Intrigue at the Shrine by using several methods, such as An Unsettling Rumor, Missing Person, and Action cards, as well as a killing of the Illusion by the Serial Killer or Faraway Murder. It's easiest if you don't put all your eggs in one basket though.

As the Illusion is there, the setting of Action cards on the board is much more powerful. For example, assume that you've set Intrigue +1 on the Shrine and Unease +1 on the School. If the Illusion is in the School, you'll get 1 Unease on her, which looks good, as well as an unsettling Intrigue on the Shrine. Try to use this as a way of confusing the Protagonists as much as you can. Bluntly put, you can put an Action card on the board where the Illusion is, every single day.

Winning by Faraway Murder is a safe bet. The Protagonists will probably pump Goodwill on the Illusion to remove her from the board. You can't completely stop that with Forbid Goodwill but try to mess with that as much as you can.

For the Final Guess, hide the Conspiracy Theorist or the Brain. Once the Godly Being enters in loop 3, it's easy to hide either of them.

Victory conditions

1. At loop end, have 2 Intrigue on the Shrine, triggering the loss condition for "The Sealed Item".
2. At any day end, have the Rich Student alone with the Illusion, triggering the Serial Killer's ability and thus triggering the loss condition of the Friend at loop end.
3. At the end of day 7, have at least 1 Unease on the Rich Student, triggering Faraway Murder, and at least 2 Intrigue on the Illusion, selecting her as a target, triggering the loss condition of the Friend at loop end.

by BakaFire + R

Tragedy set: Basic Tragedy

of days: 5|

5 loops: difficulty 

4 loops: difficulty 

Introduction:

This is a script for players who have played at least once. It's made to make full use of the abilities of the Little Girl and is a good script to get to know her usefulness.

Story

There was a serial killer who threatened to kill a girl. A visitor from the future comes back to create killers to stop the first killer from succeeding. Things got out of control.

The Protagonists must reveal the visitor's identity and persuade him to stop. And they will need the power of the young girl. She and only she can help them!

Hints for the Mastermind

The first loop, aim to win by killing the Friend (Little Girl). Put a Horizontal Movement on the Rich Student, and Unease +1 on the Little Girl and Class Rep. Then put an Unease on the Rich Student using the Conspiracy Theorist's ability, trigger Spreading Unease, and put two Unease on the Class Rep and an Intrigue on the Alien. This way, you can kill the Friend all the while hiding a lot of other information. If you succeed, just keep hiding information for all remaining loops. It's important to keep the Class Rep's Unease at 3 or more. If you fail, keep going in loop 2 as per below, and try to hide the Main Plot.

From loop 2 and on, keep killing the Friend. If her power is used on day 1, use that to put Intrigue on the Shrine with Missing Person. Generally, it's easy to win, but the Serial Killers are hard to contain, and things are hard to hide. Try as much as you can to hide the Journalist's role of Time Traveler and try to keep the Main Plot hidden. It's easy to camouflage the Main Plot as anything but Premeditated Murder. Put Intrigue on the Shrine and on the girls, to keep things fuzzy.

For the Final Guess, keep either Main Plot, the Paranoia Virus Subplot, who the first Serial Killer is, or who the Time Traveler and the Conspiracy Theorist are, hidden.

Victory conditions

* Note: Due to Subplot, Paranoia Virus, the Alien, Black Cat, Informant, and Forensic Specialist become Serial Killers while they have 3 or more Unease on them.

1. At the end of day 5, have at least 2 Unease on the Class Rep, triggering the Butterfly Effect, thus triggering the loss condition of "Changing the Future" at loop end.
2. At loop end, have 2 or less Goodwill on the Journalist, triggering the loss condition of the Time Traveler at loop end.
3. At any day end, have the Little Girl alone with the Class Rep, triggering the Serial Killer's ability, thus triggering the loss condition of the Friend at loop end.
4. At any day end, have at least 3 Unease on Alien, Black Cat, Informant, or Forensic Specialist, triggering the effect of Paranoia Virus, turning them into Serial Killers, and alone with the Little Girl, triggering the loss condition of the Friend at loop end.



13 FALL-SAKURA GATHERING

by Kyokei

Tragedy set: Basic Tragedy

of days: 5

4 loops: difficulty 

3 loops: difficulty 

Introduction:

This script is for players who have played at least once. It's specifically designed to highlight the use three of the characters that originally came with the Second Script Collection: Copycat, Holy Tree, and Prophet.

Story

A giant cherry tree in the middle of the shrine. It has been used to keep evil powers away for centuries and is said to bloom in full even in fall. Hence, the worshipping of this tree has a long history in this little town, and for generations, this local religion has been passed down since the founder.

But the truth is another. Long ago, a warlord hid a large sum of money under the tree and died, and this religious lie has been kept alive to protect the treasure.

And some individuals, who have found out this truth, are coming to town. They have fooled the shrine maiden and made her insane. They lured a young boy into town and pushed him down the path of evil. Their goal is to cut down the cherry tree and take the treasure for themselves. The Protagonists must find out their scheme and protect the secret.



Hints for the Mastermind

In loop 1, put a Vertical Movement on the Prophet and end everything straight away. The remaining two actions can be Forbid Goodwill and Horizontal Movement on the Copycat. If you by some reason should fail to end it there, put some Unease on the Prophet with the Conspiracy Theorist's ability.

From loop 2 and on, start aiming for a Mad Lover victory. However, for that, the Suicide on day 2 is a crutch. The best is if Class Rep has exactly 1 Unease on day 2.

The Spreading Unease of the Prophet has extreme explosive power. If the Class Rep lives, put 1 Intrigue and 1 Unease on her, and you've basically won. Or you could put 2 Intrigue on the Holy Tree and kill it with the Murderer. It should be easy if you use the Conspiracy Theorist's ability.

It looks as if it's easy to win, but the roles are as easily revealed too, so take great care. If you put cards on the two Murderers, and total 4 Intrigue on them, you can win on pure luck, but you'll end up revealing both Murderers. If you put Intrigue on the Holy Tree outside of Spreading Unease, you won't have time for much more, and it's hard to win by just that.

It's next to hopeless to hide much for the Final Guess. You need to stop the deaths of the Friend, Mad Lover, and Lover, and try to desperately cloud who are the Murderers and Brain.

Victory conditions

1. At any day end, let the Shrine Maiden be alone with the Holy Tree, or have at least 2 Intrigue on the Holy Tree and in the same location as the Soldier or Copycat. This kills the Holy Tree and triggers the loss condition for the Key Person immediately.
2. At any day end, let the Shrine Maiden be alone with the Prophet, triggering the Serial Killer's ability, and thus the loss condition for Friend at loop end.
3. At any day end, have at least 1 Intrigue and at least 3 Unease on the Class Rep (Mad Lover), or at least 4 Intrigue on the Soldier or Copycat (Murderers), triggering a Protagonist kill.



SCRIPT CREATION GUIDE

This section is a guide for those who are very experienced with *Tragedy Looper* and who want to create their own scripts but are unsure how to make them interesting and balanced.

CREATING A SCRIPT

Most scripts are created in the below order. As you get used to doing scripts, you may come up with some cool gimmick in the middle first, and then form the rest of the details around that, but in the beginning, it's best to follow these steps:

1. Select Plots
2. Select Characters
3. Assign Secret Roles
4. Decide Number of Days
5. Select Incidents and Culprits
6. Decide Number of Loops

THE TABOOS: WHAT YOU MUST NOT DO

When you create a script, there are a couple of things you must avoid. The major one to avoid is: don't make a script where the only possibility for the Protagonists boils down to a lucky guess during the Final Guess.

To expand on this, you shouldn't create a script that both a) doesn't allow the Protagonists to win any loop unless the Mastermind makes a mistake, and b) doesn't give the Protagonists any way to deduce every Secret Role in the game. Your script can do either a) or b) on its own, but not at the same time. (Note there's a premade script that fulfills a), where the Protagonists simply can't win any of the loops.)

Getting close to having a) and b) together, but not quite doing it, is what makes a script difficult and fun for everyone. If you want to make a script for beginners, try to stay farther away from both a) and b). These two conditions are henceforth referred to as "taboos" and some sections describe how and when to be aware of them.

Avoid Scripts that are Too Simple

On the other hand, creating a very simple script isn't fun either. There are roughly two ways to make a script difficult: Coverup and Power Play. "Coverup" is to cover one of your Plots or Secret Roles by making it look like something else in the Tragedy Set. For example, if your Main Plot is "The Sealed Item," creating something that allows for Intrigue on the girls or other Locations than the Shrine will help conceal your Main Plot. You should consider how to create a Coverup during script creation; it will make the game easier to play.

"Power Play" is to create several ways to fulfill certain conditions. For example, during the first day, if the Conspiracy Theorist starts in the School, and you have the Rich Student in the game, you have 2 ways to trigger her Unease Limit (play card or use Conspiracy Theorist), as she's very good to use as a culprit for Incidents. But beware of the taboos: you have to put out a lot of information so the Protagonists can reach the answers and see to it that they don't lose immediately.

1. SELECT PLOTS

In all honesty, you can select Plots at random, because there's no way you can fulfill both taboos by just selecting Plots. Choose them at will if you have a special plan, otherwise you can just roll dice. Here's a couple of pointers for each of the Plots in Basic Tragedy.

Main Plot: Premeditated Murder

This relies on Character death, and usually becomes a Power Play Script. It's a bit hard to conceal with Coverups, but the Murderer and Brain are fairly easy to hide, so the Final Guess is hard for the Protagonists.

Having a girl as the Key Person elevates the difficulty.

Main Plot: The Sealed Item

Relies on Intrigue tokens on the board. Brain is easy to hide; also most other Main Plots (except Premeditated Murder) will work as Coverups. On the other hand, unless you plan for the Coverup, it's a pretty weak Main Plot. You can adjust the difficulty by having the Shrine Maiden in or out of the game.

Main Plot: Sign with Me!

Easy to move in, you can both kill off Characters and spread Intrigue. However, there's just one Secret Role. If you want the script designed to achieve victory by killing the Key Person, you'd want Premeditated Murder as Coverup. If you want to win with Intrigue, you need some other Main Plot as Coverup. Of course, the more girls you have in the script, the harder it is. We recommend 2 or 3.

Main Plot: Changing the Future

With this, you can create both Power Play scripts that rely heavily on Incidents, or Coverup scripts where end-of-loop loss conditions vary. You can adjust the difficulty with who you put as the Time Traveler, and how many Butterfly Effect Incidents you use. You'll need to carefully read the sections on Incidents and culprits.

Main Plot: Giant Time Bomb

Relies on Intrigue tokens on the board. With just one Secret Role, you want a Coverup for this one. The key to this Plot is how you'll hide the Mandatory Goodwill Refusal. You can adjust the difficulty with how easy to use, or how useful, the Witch's Goodwill ability is.

Subplot: Circle of Friends

With lots of Secret Roles, this makes the Final Guess easier on you, so even if you have a Coverup-necessary Main Plot, you can still gear it to a Power Play script. It's good to use if you have a lack of Secret Roles but take care so that the Friends aren't killed too easily.

Subplot: A Love Affair

The Mad Lover is pretty evil. This Subplot gives you a powerful loss condition, so it's good to use if you have a hard-to-fulfill loss condition for your Main Plot. However, it's pretty hard to hide the roles here, so the Final Guess will be hard on you.

Subplot: Lurking Psychopath

This gives you an extra loss condition and a hard-to-control killing mechanism. You can easily gear this one up to kill the Key Person or Friend, but take care, because this can be used by the Protagonists too. You should prepare for the fact that they will.

Subplot: An Unsettling Rumor

This puts pressure on the board. With a Main Plot that focuses on Intrigue on the board, you can use this to both increase the Coverup and Power Play aspects of the script. But if you take it too easy, you run the risk of hitting a taboo, so think carefully whether that Intrigue is OK to place or not.

Subplot: Paranoia Virus

This adds a Conspiracy Theorist and creates a way to kill. It's way easier to hide than Lurking Psychopath, so it can be used as a surprise attack. With this, you will want several ways to increase Unease.

Subplot: Threads of Fate

This greatly increases the chances of triggering Incidents. The point is to have typical Goodwill Characters as culprits for Incidents. But you have no Secret Roles for this one, so you need to take care that the Final Guess won't lose you the game by default.

Subplot: Unknown Factor

By placing Intrigue on the board, you can conceal almost everything. If it's easy to place Intrigue on the board, this works as a wonderful Coverup even if you're not using it. But without abilities to place Intrigue, this Plot is worth nothing.

2. SELECT CHARACTERS

We recommend that you have about 9 Characters in the Script. You don't want to go below 6 or above 11. The main cast should be selected based on what you want to do in the game. Pay attention to Characters that have a Script Creation ability.

Below you'll find a list of the easy-to-use original 18 Characters with pointers on using them, as well as what happens with the script when you use them. Please note these pointers are written assuming that they don't have Secret Roles with Goodwill Refusal. We've included a difficulty setting, which roughly estimates how hard it will be to balance the script if you use the Character.

The other 12 Characters are more quirky and harder to use, but if you apply many of the hints and tips for the original 18 Characters, respecting these new Characters' Unease Limits and Goodwill abilities, you'll be able to figure out how to use them best.

Boy Student

For Beginners: 1/5

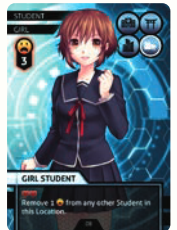
Like the Girl Student below, he's mostly used for stopping Students triggering Incidents. Having him in the game, then setting a Student as the culprit for a particularly evil Incident is usually worth the time. He has a normal Unease Limit, so it's fairly easy to stop him from triggering Incidents himself. The perfect secondary Character.



Girl Student

For Beginners: 1/5

Like the Boy Student, used to calm Students. You can easily adjust the Incident threat by having either, none, or both of these in the cast. With a high Unease Limit, she's hard to get to trigger Incidents. As a girl under constant pressure, she's often the Key Person and prone to suicide.



Rich Student

For Beginners: 1/5

Her wavering mental strength, with an Unease Limit of 1, is without doubt her main weakness. With her in the game, early Incidents are easier to trigger, and the Protagonists will know that. Even if she's not the culprit, she's easily used as a scapegoat. Her Goodwill ability seems to be powerful but is in fact not that strong. Having her move around is a good way for the Mastermind to confuse the Protagonists.



Shrine Maiden For Beginners: 1/5

Both her Goodwill abilities are extremely powerful, so she'll get Goodwill tokens on her pretty fast. With her in the game, the importance of Intrigue on the Shrine increases significantly. With her in a Coverup-based script, her power will give the Protagonists a chance to find out the truth, and they will feel less helpless.



Police Officer For Beginners: 1/5

He needs a lot of Goodwill tokens, but his abilities aren't that great. This results in Protagonists ignoring him, and as the script writer, you can use this tendency to create interesting Scripts. He has a low enough Unease Limit, so he's good to use for important Incidents.



Office Worker For Beginners: 1/5

If you don't know who to add, take this guy. His role will either be revealed, or be known as one with Goodwill Refusal, so this needs to be taken into account when making the script. He gives the Protagonists something to do on day 1, so if you're making a beginner script, this is a good one to use.



Informant For Beginners: 1/5

Her Goodwill ability is very powerful. For beginner players, putting Goodwill on her is the typical action to take, so she's good to use for first scripts. If you have a hard-to-reveal Subplot, having her in the game gives the Protagonists an option.



Doctor For Beginners: 2/5

His Goodwill ability is extremely powerful. With him in the game, Incidents will be noticeably harder to trigger. He's good to use if you want to lower the difficulty level, and especially if stopping Incidents is crucial for the Protagonists. On a side note, the difficulty doesn't rise that dramatically even if he has Goodwill Refusal.



Patient For Beginners: 1/5

His strengths are his lack of Goodwill abilities and his movement restraints. Since he can't move, he can be used for all sorts of evil deeds. Protagonists will never know whether he has Mandatory Goodwill Refusal or not, which makes him great to use to hide roles. Also, he's usually ignored by the Protagonists, so it's up to the Mastermind how to use him.



Class Rep For Beginners: 1/5

A Goodwill ability that's easy to trigger and pretty versatile. Protagonists will usually use her ability, but she doesn't affect the game that much. She's generally pretty harmless and can be used to adjust the number of Characters in the School. With her instead of the Rich Student, the Incident threat goes down. Having her instead of the Boy Student or Girl Student increases the threat of Incidents.



Mystery Boy For Veterans: 4/5

Has a game-breaking ability, and you can make the craziest scripts with this guy. However, his Goodwill ability gives the players plentiful information; they'll know what Plots are not in use. You need to take this into account if you're having a Coverup-based script. If you use him, you need to use him with a clear purpose.



Alien For Experienced Players: 3/5

Her abilities break the rules of the world. She gives an alternate ability to solve the script, and starts in the Shrine, which is rather unusual. Preparing a spot where she can use her ability will surprise the Protagonists and you can adjust the difficulty with it. You need to revise what will happen to the script with each Character's death.



Godly Being For Experienced Players: 3/5

Once the loop ends, ouch. Just go home. Its ability is overpowered, and the Police Officer can take a vacation. This will be a standard target for Goodwill tokens. Best used as a weird gimmick or a last savior resort. In games where Intrigue plays an important role, having the Godly Being enter the game during later loops gives a nice feeling of a "final countdown". Just don't rely on its abilities for taboo breaking; they require too many tokens.



Pop Idol

For Experienced Players: 3/5

Very versatile abilities, but hard to activate. Depending on what other Characters you have, you can end up in a situation where the Protagonists have a hard time with too much Unease or not enough Goodwill. Pop Idol is useful here. Her versatility easily softens up every script, so she can be used for script balance.



Journalist

For Beginners: 1/5

This guy is the incarnation of irritation. He gives the Protagonists the powers usually reserved for the Mastermind. He's great to have for scripts where Incidents and Plot rules make Unease tokens valuable for guessing Roles. He's weak otherwise and can be used as a stand-in for the Police Officer.



Boss

For Veterans: 5/5

With him in the game, balancing the script becomes a daunting task. Do not use this fellow lightly. Don't forget that it doesn't matter which Secret Role he has, he helps hide every Secret Role in the game. His ability is powerful. With both him and the Shrine Maiden in the script, one of their revealing abilities will be used.



Nurse

For Beginners: 2/5

The Doctor, but with a less dangerous ability. Good to use when the Doctor feels too powerful, but you still would want to lower Unease in the game. Since her Goodwill ability can't be refused, no Goodwill Refusal will ever be known, so she's perfect as a Coverup for a role with Mandatory Goodwill Refusal.



Henchman

For Experienced Players: 3/5

This is the henchman of the Mastermind, typically a bomb trigger. Usually used to quickly trigger Incidents, and to adjust the number of people in the starting Locations, especially when you want to increase the number in the under-populated Shrine and Hospital.



3. ASSIGN SECRET ROLES

This is the most important part of script creation. The first thing you need to consider is if there is a special gimmick you want to show off. If you have one, you need to assign Secret Roles accordingly. Try to simulate day 1 and realize your gimmick without touching both taboos. If you don't have a special gimmick, you can assign pretty much on a hunch.

Listed below are a couple of things you can do to increase or decrease the difficulty.

Roles that Increase Difficulty

- Setting a girl as a Key Person.
- Setting a girl as the Murderer or Mad Lover.
- Having Goodwill Refusal on the Shrine Maiden or Doctor.
- Having Mandatory Goodwill Refusal on the Nurse.
- Setting Godly Being or the Patient as the Witch.
- Setting the Police Officer or the Patient as the Time Traveler.
- Setting the Patient as a Friend.
- Having the culprit of an Incident as the Conspiracy Theorist.
- Giving the Mystery Boy a Secret Role that exists in only 1 Plot.
- Setting the Boss as something that connects to the board (Conspiracy Theorist, Serial Killer)

Roles that Decrease Difficulty

- Setting the Office Worker as anything other than a Person.
- Setting the Shrine Maiden, Pop Idol, or Boss as the Time Traveler.
- Having the Godly Being as something directly connected to the loss conditions.
- Having a Character with a forbidden Location as something that connects to the board.

4. DECIDE NUMBER OF DAYS

If you're using the Basic Tragedy Set, 6-8 days per loop is recommended. More than 8 and the game will be a bit too long, and shorter than 6 gives the players few chances to use Goodwill abilities. However, if you have a special gimmick, going with even 4 days can be okay.

Unless you have a specific gimmick, fewer days decreases the difficulty, and more days increases it, as the Mastermind has more time to make the players lose and bluff for a Coverup.

5. SELECT INCIDENTS AND CULPRITS

This is crucial to balance the script, and it's here you can accidentally create taboos.

When considering Incidents that can cause the Protagonists to lose, whether the Incident is intended to be triggered or not (i.e. just a threat), the Protagonists must have options to stop those Incidents, or else you have a taboo. Examples of this are the Key Person suiciding, or the Butterfly Effect with "Changing the Future". Picture you placing an Unease +1 on the culprit each day and figure out if it can be stopped. In general, Incidents that happen later are harder to stop.

Having fewer Incidents will lower the difficulty and having more will increase the difficulty. Below is a list of Incidents that will specifically raise the difficulty.

Incidents that Increase Difficulty

- Incidents triggered by the Rich Student or the Henchman.
- Incidents triggered by the Lover or the Mad Lover.
- Hospital Horror, if you intend to trigger it.
- Faraway Murder in scripts where you have a Key Person or a Friend.
- Suicide with the Key Person, Friend, or Factor as culprits.
- Foul Evil when you have "The Sealed Item" as the Main Plot.
- Transfer Friendship when the Doctor has Goodwill Refusal.

6. DECIDE NUMBER OF LOOPS

The typical number of loops is 3-4. This is dependent on how experienced the Mastermind and Protagonists are. If you think the Protagonists need more time to find out info, having 5 or more loops also works. But you directly increase the play time with more loops, so try to avoid making them too long.

You can get a rough estimate of how many loops you will need by adding together the values in the table below for the Plots, Incidents, and day count in your script. Also add 0.2 for each of the difficulty-raising Secret Roles or Incidents listed in the previous sections and subtract 0.2 for each of the difficulty-lowering ones you've used. This won't give you a bulletproof-balanced script, but it will give you a strong starting point.

Main Plots

Premeditated Murder	+1.8
The Sealed Item	+1.5
Sign with me! (+0.4 per girl in the game)	+1.0
Changing the Future (+0.5 per Butterfly Effect Incident)	+1.3
Giant Time Bomb	+1.0

Sub Plots

Circle of Friends	+1.0
A Love Affair	+1.0
Lurking Psychopath	+0.8
An Unsettling Rumor	+0.5
Paranoia Virus	+0
Threads of Fate	+0.5
Unknown Factor	+0.8

Incidents

Hospital Horror	+0.4
Fewer than 4 Incidents	-0.4
More than 4 Incidents	+0.4

Days

6 Days or Less	-0.6
7 Days or More	-0.2

PLAYER REWARDS: WHAT MAKES SCRIPTS FUN

Rewards in this case mean "information that leads the Protagonists to victory." Good rewards help make a script fun.

For example, if the Protagonists have managed to avoid a loss condition due to a mean Power Play gimmick in the script, you, the Mastermind, will need to change your play in order to fulfill another loss condition. The Protagonists will notice this and see that the game changed because they did well; they've overcome an obstacle and are further along on their journey. On the other hand, if the scripted Power Play is too powerful, they'll just keep losing from the same loss conditions, which will decrease the sense of progress.

If you have a script heavily relying on Coverups, then the Protagonists will need tricks to get information. There are several ways to do this, with Goodwill abilities being the most obvious. Each time they succeed in finding something out, that's a sort of reward. On the other hand, if you block information sources (such as having Goodwill Refusal on the Shrine Maiden), the rewards will be far apart, which decreases the fun.

An example of a bad script is when you kill a Friend the first day. Then the Mastermind can just keep shutting off information till the last day, and nothing good comes out of looping.

Or put in other words, your scripts should not let the Protagonists win a loop, but still keep serving them with tidbits of information gradually, and this information should change the game a bit with each loop. If you get that far, then you've reached the fun part of Tragedy Looper. Also, it's very rewarding for you as a script writer to get a script that really works.

Thanks for playing this game! In the future there may be more Scripts, both company- and fan-created, for your enjoyment.



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